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Labyrinths

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This fan-fiction article, **Labyrinths**, was written by Adalwulf of Aedirn. Please do not edit this fiction without the writer's permission.

Labyrinths are a ***very rare*** structure-like race of monsters that appear in 'seemingly' random locations across multiple planes and dimensions. **Labyrinths** can be described as 'creatures that lure in people to digest, using the monsters who dwell inside themselves to kill invaders so that they can be consumed and their stuff used as bait for more prey'. Because **labyrinths** are produced by the raw magic of Chaos, you will not find a part of them if you dig around one. When a **labyrinth** consumes people they leave behind any items their victims had. If this is done in a 'boss' room, the items will remain there for the next challengers. Eventually, the items will be absorbed by the labyrinth's digestive system but instead of dissolving, they will usually be sent to solitary rooms as loot for treasure chests. People enter labyrinths to earn money by selling monster drops as well as becoming stronger.

Labyrinths	
Taxonomy	
Classification	• Heteromorphic Race • Relict
Physiology	
Height	Dependent on their development stage but can grow to tremendous sizes
Length	Dependent on their development stage but can grow to tremendous sizes
Weight	Dependent on development stage but can grow to tremendous sizes
Hide	Differs can be various minerals, metals and other materials

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Other Uses	To eat creatures, monsters and beings that enter its domain
Ecology	
Lifespan	Indefinite
Intelligence	Questionable level. It is capable of luring people, creatures and monsters, has a will and a theme but doesn't actively stack its chances for a successful digestion.
Nature	Cunning
Range	Not found on the World (unconfirmed) Found in other planes (confirmed)
Habitat	Planar space with a singular opening or entrance somewhere
Diet	Corpses of those who fall within its body
Prey	Any living creature
Predators	Skilled Adventurers(?) Witchers(?)

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Physiology

The layout of all **labyrinths** has some level of similarity. Every floor is filled with one kind of floor monster as well as the floor monster in the previous three floors, with decreasing probability the farther the current floor is from the previous floor in question. The maximum number of monsters that can appear in a room increases by one at a rate of every (2^x)th floor.

Some rooms are Monster Rooms, rooms that fill up with monsters until someone enters the room, meaning the invader is forced to fight a mob of monsters.

Other rooms are safety spots, where no monsters appear. Sometimes there are treasure chests in these rooms, although it could be a mimic in disguise.

To advance to the next floor, one must find the boss's room on that floor and defeat the floor boss. There can only be one party in the boss room at any time, if there is already a party inside when you arrive, you'll have to wait in the waiting room.

Labyrinths also grow over time, so the total amount of floors cannot be determined unless one actually reaches the top. Labyrinths can only be killed if someone kills the boss on the top floor. The minimum number of floors a labyrinth can have is fifty.

Labyrinths are tamable to an extent by more powerful beings as both the Protas and the Grigori have tamed Labyrinths they use as treasure palaces.

Abilities

Racial Abilities

- **Digestive Expulsion Independence**: Labyrinths can function like a normal living being but lacks the need to defecate or urinate ever.

- **Infinite Digestive System**: Labyrinths can eat/digest virtually any form of matter, regardless of size/shape, without harming their digestive system. Labyrinths are also capable of storing matter within their bodies and spitting it back out when the moment calls for it, this is actually the Labyrinth's main way of building up bait by acquiring loot and redistributing it throughout its body.

Magical Abilities

- **Challenge Creation**: A **Labyrinth** can create various kinds of challenges, whether they are games, race, sports, or even a one-on-one battle. It is able to create challenges and contests that are not bound by reality and are able to manipulate them in ways it sees fit though to be fair it doesn't make overly difficult challenges or impossible challenges though it is capable of doing so.
- **Dimension Creation**: A **Labyrinth** is capable of creating a dimension, nearly anything within the dimension (objects, creatures, etc.) and travel to them by creating a portal to serve as an entrance. A **Labyrinth** can bring other objects and organisms to their dimension, although they must use more energy and concentration to do so.
    - **Difficulty Manipulation**: A **Labyrinth** can manipulate the difficulty of any task/action inside their dungeon, making most difficult tasks easy and making the easiest tasks hard. They can bend logic for themselves to make things easy and/or make it impossible for others to do what they could normally do. Most **Labyrinths** however do not use this ability and instead act 'fairly'.
    - **Dimensional Imprisonment**: A **Labyrinth** seeks to imprison other beings in its alternative dimension until they die so it can feed off their corpse.
    - **Illogical Maze Creation**: A **Labyrinth** can create mazes that defy logic and bend space-time in a way that doesn't make any sense, such as making door A and door B both lead to door C and door C only lead to door B, or making a door lead back to its-self. The mazes may also be in a constant state of change, shifting and reshaping all the time.
    - **Law Creation**: A **Labyrinth** inside their dungeon can create physical laws to bend others to the boundaries of the rule. When the rules have been set, the victims have no chance of escaping them. Unless the victims abide by the rules, it's hopeless for them.
    - **Portal Creation**: A **Labyrinth** is capable of creating a portal for transport between two non-adjacent locations (i.e. its location in a plane and the dimension that consists of its body).

- **Dungeon Creation**: A **Labyrinth** is capable of creating a dungeon (spaces meant to imprison beings, usually holding treasures and housing hostile monsters.)
    - **Obstruction Creation**: **Labyrinths** can generate obstructions/obstacles, whether physical, energy, organic, mental, spiritual, etc., which can have various direct/indirect consequences on/to the target. For example, generating obstacles in objects may keep them from healing.
    - **Passageway Creation**: **Labyrinths** can create passages/tunnels in anything of varying permanence from various substances/forces.
    - **Room Creation**: **Labyrinths** can create rooms in anything of varying permanence

from various substances/forces.

- **Personal Architecture**: A **Labyrinth** can create, shape, and manipulate its architecture which can include adding new features to existing parts, enhancing its durability and offenses to deal with environmental and combat issues and even altering its foundation to allow for techniques like enhanced mobility and stability.
    - **Column Manipulation**: A **Labyrinth** can manipulate a column, an upright pillar, typically cylindrical and made of stone or concrete, supporting an entablature, arch, or other structure or standing alone as a monument as long as it exists inside its dungeon.
    - **Door Manipulation**: A **Labyrinth** can create, shape, and manipulate doors and gates on any level (physical, metaphysical, etc.), type and shape, combining them as needed, or move them with telekinesis as long as they exist inside its dungeon.
    - **Environment Creation**: A **Labyrinth** can create entire environments, either from nothing or by shaping existing environments to the form they want, where they want it. This environment can become part of the **Labyrinth** and whatever happens with the environment is decided by them. **Labyrinths** can create environments ranging from purely physical ones to mythical or conceptual ones, including anything that exists within them, from objects such as buildings to living or non-living entities.
    - **Floor & Ceiling Manipulation**: A **Labyrinth** can create, shape, and manipulate its floors and ceilings including length, width, durability, the materials that the walls are made of, etc. **Labyrinths** can reshape the floors and ceilings as well as use them to protect themselves as well as crush foes.
    - **Room Manipulation**: A **Labyrinth** can create, shape, and manipulate rooms within itself. A **Labyrinth** can alter the room, stretching it, compressing it, merging it with another room, divide rooms, enlarge rooms, shrink rooms, rotate rooms, and even rearrange everything in a room, from furniture to doors.
    - **Wall Manipulation**: A **Labyrinth** can create, shape, and manipulate walls, including length, width, durability, the materials that the walls are made of, etc., as long as it is inside its dungeon. A **Labyrinth** can connect multiple walls to create blockades, thus blocking off anything caught in between them, or protect themselves by forming walls around themselves.

Labyrinth Monsters

The monsters on every eleven floors are the same in every labyrinth. However, the order they appear will be different. The power level of the demons is equivocal to the floor number they are found on. There is also a difference in power for every eleven floors. Every eleven floors, the power of the monsters increases to about 1.5x-2x the power of monsters from the previous eleven floors.

Starting with the twelfth floor, one other monster found on the same floor accompanies the boss, it increases to two on the twenty-third floor. The floor monsters found above the thirty-third floor are the floor bosses of the previous floors in the same order. Starting at the thirty-fourth floor, the boss room contains two different floor bosses and no floor monsters. The final boss is particularly powerful, because of its ability to possibly destroy magical and relic type

equipment upon hitting it.

Monsters from the labyrinth can also get outside to attack people. The more people who enter the labyrinth, the less likely this is to happen. Monsters outside of the labyrinth are always reduced to a weakened state, as they are no longer nourished by the magic of the **Labyrinth**.

Necrophages

Portrait/Name	Description
Labyrinth Ghoul	
Labyrinth Alghoul	
Labyrinth Hag (Various types can start covens within labyrinths)	

Ogroids

Portrait/Name	Description
Labyrinth Giant	
Labyrinth Nekker	
Labyrinth Troll	

Relicts

Portrait/Name	Description
Labyrinth Angels	Various types of the lower echelons of the Akeros can occasionally become trapped in a Labyrinth and become warped over time.
Labyrinth Fiend	

Specters

Portrait/Name	Description
Eldritch Doppelgangers	Due to any mirrors in the labyrinth not being lined with silver and the strange energies flowing through it, it is not uncommon for Eldritch Doppelgangers to appear as monsters.
Wraiths	The souls of the fallen are a common occurrence in labyrinths as monsters that respawn after a certain amount of time.

Undead

Portrait/Name	Description

'Hollow' Energumen	If the Labyrinth does not consume corpses fast enough or needs more challenges it is not uncommon for a 'Hollow' Energumen to be created using the corpses.
Skeletons	Sometimes skeletons are left after the digestion process and are reanimated as monsters in the labyrinth.

List of Known Labyrinths

Picture	Name	Location
	The Aetheric Abyss Labyrinth	Plane of Aether

	The Aqua Palace Labyrinth	Plane of Water
	The Cloud Labyrinth	Plane of Air
	The Flame Labyrinth	Plane of Fire
	The Great Forest Labyrinth	Plane of Nature

	The Great Mountain Labyrinth	Plane of Earth
	The Golden Oak Forest Labyrinth	The Golden Oak Forest Kingdom, Tir ná nÓg
	The Land of a Thousand Hot Springs	Plane of Steam
	The Night Ash Forest Labyrinth	The Night Ash Forest Kingdom, Tir ná nÓg

An area that houses a sentient Relict class monster known as a **Labyrinth**, it is a source of great wealth and power. It also serves as a training area for the military forces of the Night Ash kingdom.		
	The Treasure Palace of the Protas	World of the Protas
A Labyrinth set up in the World of the Protas that acts as a secure vault for items that need to be sealed away or guarded.		
	The Treasure Palace of the Grigori	Location TBA

Occupations/Professions that have come about from proximity to a Labyrinth

Maker

A combination blacksmith, leather smith, and inventor, a Maker would take materials obtained in a dungeon to make needed items, weapons, armor, etc. Due to the magical nature of the Labyrinth materials, these skills do not necessarily translate to non-magical materials.

Skinner

Despite the name it is a person that dungeon dives following news of a party disappearance to try to collect their gear before the dungeon claims and redistributes it, if found before then they return them to the nearest Labyrinth-associated Guild will return the gear to the party's families and give the Skinner a 10% value of the gear fee as payment.

Trivia

- The inspiration for this monster comes from the anime series: Slave Harem in the Labyrinth of the Other World.
- Labyrinths are a race created by Fanbris, the God of Games for his amusement.

Notes

- In the case of the professions, these do not exist in The World itself, as no known Labyrinth has been found yet.
- **Labyrinths** are free to use in stories and articles, all I ask is that you honor the lore present, and if you make one add their name and a link to this page.
- **Labyrinths** are a non-canon race of magical structure-like creatures that are created from the magic of the Protas Pantheon's God of Games, Fanbris as such they are believed

to only exist in the Expand Ancient Pantheon Extended Universe unless directly mentioned differently by other EUs.

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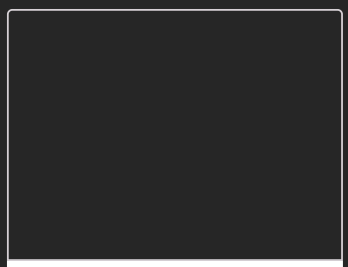

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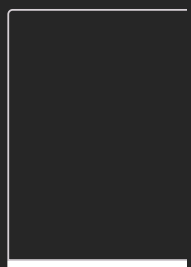

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